

Occultism Rituals | ATM10

Introduction

Occultism Rituals are advanced magical structures used in ATM10 to summon spirits, automate resources, and unlock powerful progression systems. Rituals are built using chalk circles, pedestals, and spirit-based components, forming the core of Occultism automation and progression.

As players progress, rituals become increasingly complex, enabling higher-tier spirits, advanced crafting automation, and powerful late-game summoning systems.

Overview

Rituals in Occultism are structured magical setups used for summoning, automation, and advanced crafting.

They require precise setup using chalk circles, pedestals, and spirit fire to function correctly.

- Used for spirit summoning and automation
- Enable advanced crafting and progression
- Require structured chalk-drawn circles
- Scale in complexity with progression

Feature	Rituals
Spirit Summoning	✓
Automation	✓
Multi-Step Setup	✓
Progression-Based Scaling	✓

Core Requirements

Basic Items Needed

- Ritual Chalk (White, Golden, Otherworld)
- Ritual Dowsing Rod
- Ritual Pedestals

- Spirit Fire
- Spirit Tablets (for advanced rituals)

Information

Ritual recipes and layouts may vary between ATM10 versions. Always check JEI for the most up-to-date requirements.

Chalk Progression

Tier	Purpose	Notes
White Chalk	Early rituals	Basic spirit summoning
Golden Chalk	Mid-game rituals	Unlocks stronger spirits
Otherworld Chalk	Late-game rituals	Required for high-tier demons

How Rituals Work

Rituals follow a structured three-step process involving setup, placement, and activation.

Step 1: Draw the Circle

Use ritual chalk to draw the correct circle pattern. Each ritual requires a specific layout and size.

Step 2: Place Components

- Place pedestals in designated positions
- Add required items to each pedestal
- Place spirit fire at the center

Step 3: Activate Ritual

Use the Ritual Dowsing Rod on the center block to activate the ritual. If correctly built, it will begin immediately.

Tip

Ritual failures are almost always caused by incorrect circle layout or missing pedestal items. Double-check setup before activation.

Spirit System Overview

- **Foliot** – Basic automation and resource gathering
- **Djinni** – Mid-tier crafting and utility tasks
- **Afrit** – Advanced processing and fire-based automation
- **Marid** – High-tier rare automation and support functions

Common Rituals

Foliot Summoning

Summons basic worker spirits used for early automation tasks such as gathering resources.

Storage Binding Ritual

Links spirits to storage systems, enabling remote access and automated item management.

Spirit Tier Upgrade Ritual

Upgrades spirits through progression tiers (Foliot → Djinni → Afrit).

Mid-Game Ritual Uses

- Automated crafting systems
- Ore processing and refinement
- Resource generation loops
- Storage logistics automation

Advanced Ritual Concepts

Demon Summoning

High-tier rituals used to bind powerful entities for automation and utility. These require rare materials and complex multi-layer circle designs.

Multi-Pedestal Rituals

Advanced rituals that require multiple pedestals with synchronized item inputs for transformation or progression effects.

Warning

Advanced rituals often fail if even one pedestal input is incorrect. Automation setups should be tested before scaling.

Common Mistakes

- Using incorrect chalk tier
- Misaligned ritual circles
- Missing pedestal items
- Incorrect spirit fire placement
- Activating rituals prematurely

Pro Tips

- Build rituals in flat, chunk-loaded areas
- Pre-plan layouts before drawing chalk
- Label ritual setups for reuse
- Keep spare chalk for recovery

Tip

Once optimized, rituals become one of the strongest automation tools in Occultism, especially when combined with spirit upgrades.

Quick Summary

- Chalk defines structure
- Pedestals hold required items
- Spirit fire activates rituals
- Dowsing rod triggers execution
- Spirits enable automation and progression

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